blanking out one or more pixels at a beginning of a portion of graphics data by placing a read pointer at a location after said one or more pixels, the portion being aligned with a start address; and

displaying the graphics data starting at the read pointer placed at a first non-blanked out pixel in the portion of the graphics data aligned with the start address.

2. The method of horizontally scrolling a display window to the left of claim 1 further comprising the step of converting the graphics data into a common format.

3. The method of horizontally scrolling a display window to the left of claim 1 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

4. The method of horizontally scrolling a display window to the left of claim 2 wherein the common format is selected from the group of YUV and RGB formats.

5. The method of horizontally scrolling a display window to the left of claim 1 wherein each pixel is comprised of one or more bits.

6. The method of horizontally scrolling a display window to the left of claim 5 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits.

7. A method of horizontally scrolling a display window to the right comprising the steps of:

moving a read pointer to a new start address that is immediately prior to a current start address;

blanking out one or more pixels at a beginning of a portion of graphics data by placing the read pointer at a location after said one or more pixels, the portion being aligned to the new start address; and

displaying the graphics data starting at the read pointer at a first non-blanked out pixel in the portion of the graphics data aligned with the new start address.

8. The method of horizontally scrolling a display window to the right of claim 7 further comprising the step of converting the graphics data into a common format.

9. The method of horizontally scrolling a display window to the right of claim 7 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

10. The method of horizontally scrolling a display window to the right of claim 8 wherein the common format is selected from the group of YUV and RGB formats.

11. The method of horizontally scrolling a display window to the right of claim 7 wherein each pixel is comprised of one or more bits.

12. The method of horizontally scrolling a display window to the right of claim 11 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits

13. (Twice Amended) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into graphics contents; and

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a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein the display engine is capable of selectively blanking out one or more pixels from a portion of the raw graphics data, said portion being aligned with a start address, by placing a read pointer at a first non-blanked out pixel after said one or more pixels and within said portion.

14. (Twice Amended) The graphics display system of claim 13 wherein the display engine comprises means for blanking out said one or more pixels from said portion of the raw graphics data by selectively placing the read pointer.

15. (Amended) The graphics display system of claim 14 wherein the direct memory access module transfers the raw graphics data from memory starting at the start address.

19. (Amended) The graphics display system of claim 13 wherein the first non-blanked out pixel is a first pixel to be displayed.

21. (New) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into a graphics window; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein a read pointer is initially placed on a first portion of the raw graphics data aligned with a start address,

wherein, in order to horizontally scroll the graphics window to the right, the read pointer is moved to a second portion of the raw graphics data aligned with a new start address, said new start address being an address that is immediately prior to the start address, and

wherein the display engine is capable of selectively blanking out one or more pixels from the second portion of the raw graphics data by placing the read pointer at a first non-blanked out pixel after said one or more pixels and within said second portion.

22. (New) The graphics display system of claim 21 wherein the direct memory access module is used to transfer the raw graphics data from the memory starting at the new start address.

23. (New) The graphics display system of claim 21 wherein the first non-blanked out pixel is a first pixel to be displayed.

24. (New) The graphics display system of claim 21 wherein the display engine comprises means for blanking out said one or more pixels from said second portion of the raw graphics data by selectively placing the read pointer.

REMARKS

Claims 1-15, 19 and 21-24 remain in the present application, of which claims 1, 7, 13 and 21 are independent. Claims 13-15 and 19 have been amended. Claims 16-18 and 20 have been canceled, and new claims 21-24 have been added. Applicants respectfully request reconsideration and allowance of claims 1-15 and 19. Applicants further respectfully request consideration on the merits and allowance of newly added claims 21-24.

The Examiner has rejected claims 1-20 under 35 U.S.C. 103(a) as allegedly being unpatentable over U.S. Patent No. 5,515,077 ("Tateyama") in view of each of U.S. Patent No. 5,467,144 ("Saeger et al."), U.S. Patent No. 6,353,460 ("Sokawa et al."), U.S. Patent No. 5,907,635 ("Numata") and U.S. Patent No. 5,982,425 ("Allen et al."). Since claims 16-18 and 20 have been canceled herein, applicants respectfully submit that the rejection of these claims is now moot.

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